REGISTER OF CLASSIFICATION DECISIONS

Title of Publication:	Shadow Ops: Red Mercury
Other Known Title:	Shadow Ops: Red Mercury (Special Edition)
Format:	Computer Game
Director/Author:	Not Stated
Producer/Publisher:	Rafael Curulla, Mark Long
Country of Origin:	USA
Language:	English
Classification:	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 13 years.
Descriptive Note:	Contains violence.
Display Conditions:	on film When the film is in its inactive state: Nil. When the film is in its active state: The film must be publicly displayed only in premises, or a part of premises, set aside for the public display of restricted publications (whether or not articles other than restricted publications are also displayed in those premises or that part of those premises). on poster Nil.
Date of entry in Register:	13 June 2005
Date of direction to issue a label:	09 June 2005
Applicant:	Secretary for Internal Affairs
Applicant to the Labelling Body:	Not Applicable
OFLC No:	500176

Unexcised version of publication:

	Components	Running time
Game:	Shadow Ops: Red Mercury	N/A
Additional components:	Making Of Blockbuster	2.00
	The Myth Of Red Mercury	2.21
	Realism In The Game	1.48
	Sound Effects	3.04
	Cinematic Story Telling	2.08
	The Sound Track	2.16
	Developing The Game	4.19
Total running time:		17.56

Excisions: No Excisions Recommended

Reasons for excisions:

Not Applicable

Summary of reasons for classification:

The computer game *Shadow Ops: Red Mercury* is classified as:
Objectionable except if the availability of the publication is restricted to persons who have attained the age of 13 years.

The game has been available to the New Zealand public without an age restriction but has a recommended rating to mature players in other jurisdictions. It was, therefore, submitted for classification by the Secretary for Internal Affairs under section 13(1)(b) of the Films, Videos, and Publications Classification Act 1993.

The game's main character is a Delta Force operative who is fighting against terrorists who plot to use a nuclear weapon. The player manipulates the character from a first-person perspective and employs him in many frantic combat scenarios. This combat is not portrayed in a gruesome or bloody manner, but is however at times relentless. The extent of the violence is likely to be desensitising to children.

The right to freedom of expression has been weighed against the likelihood of injury to the public good. The game's focus on killing people makes a restriction to persons 13 years of age and over necessary. This limitation on the game's availability is the minimum required to reduce the likelihood of injury to the public good arising from the game's potential to negatively influence children.